

**ABSTRACT OF THE DISCLOSURE**

5 A method and apparatus for modeling an object in software are disclosed. The method includes generating a three-dimensional geometry of the object from a plurality of points obtained from a plurality of images of the object, the images having been acquired from a plurality of perspectives; and generating a three-dimensional model from the three-dimensional geometry for integration into an object recognition system. The apparatus may be a program storage medium encoded with instructions that, when executed by a computer, perform such a method or a computer programmed to perform such a method.